WORLD CHAMPIONSHIP CARDS™

Bridge♠Hearts
Cribbage♠Solitaire
and more...

OVER 33 CARD GAMES

EVERYONE
CONTENT RATED BY ESRB

CRAVE™ entertainment

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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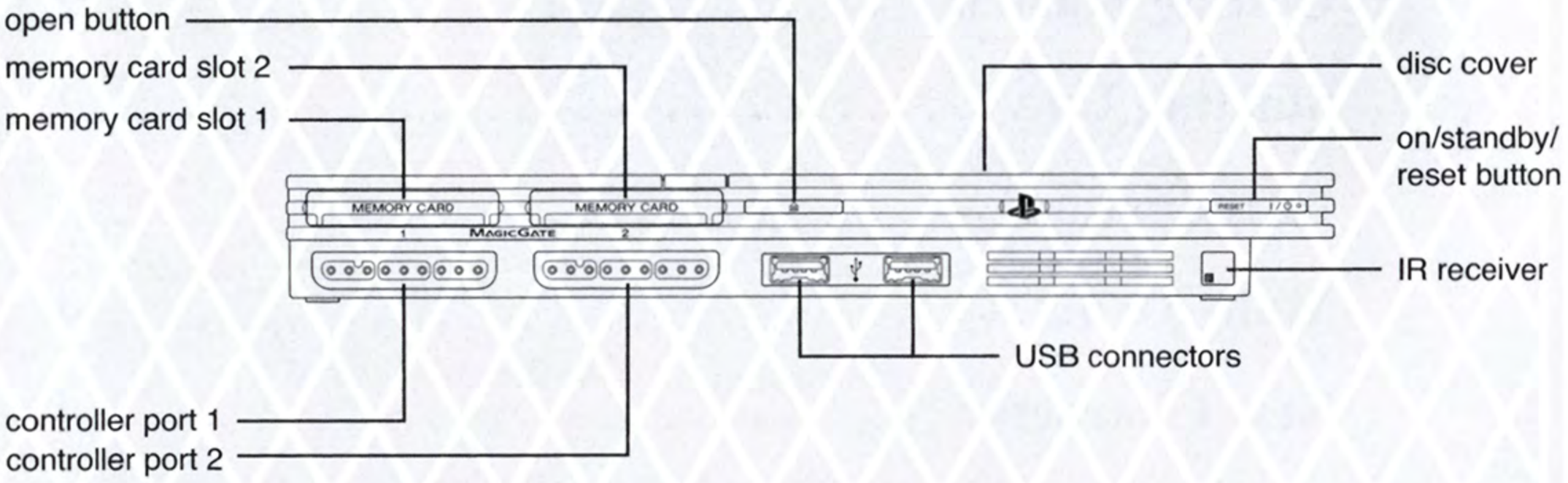
GETTING STARTED*



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the World Championship Cards disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved World Championship Cards game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

×	Select / Accept
□	Draw Discard / Re-deal
○	Discard / Undo / Play Card
△	Cancel / Resign
Directional Buttons	Scroll / Navigate
R1	Speed up turn
R2	Push to talk while using the PS2 USB headset (in multiplayer)
L1	Change Camera View
START	Pause Game

INTRODUCTION

Welcome to World Championship Cards™! Now you can take on the elite of the playing card community in over 30 fun and exciting card games!

MAIN MENU

Key features from the main menu include:

PLAY GAME

Select your character and start playing.

NEW CHARACTER

This is where you can create your own card playing pro. Strut your stuff and define your own style.

LOAD

Load your saved characters and their progress as they proceed through online and offline modes of play.

OPTIONS

Adjust the volume, set up turn notification sound, and enable or disable character animations.

EXTRAS

View the credits or play tutorial.

NEW CHARACTER

Before you can play a game, you will need to create a character. You can use a randomly created character or create your own character from scratch.

To create a character select an "empty slot" from the character list. Now select your player's gender, body type and personality.

If you want to see a random selection, press the SELECT button.

Once you have selected the main attributes, press the START button to continue to edit your character's face, body, and clothing. You can spend as much time as you want adjusting your character. In World Championship Cards™, defining your look and style can be an important part of your game.

To complete your character, press the START button and you will be able to enter a name. Pressing the START button again will prompt you to save your character.

Once your character is saved you are ready to play cards!

QUICK PLAY

This is the quickest way to launch a casual game of cards. The winnings or losses in this mode will affect your character's statistics.

Quick Play Game Options

- **Game Type:** Select from over 30 different card games. An overview of each game appears in "The Games" below. A detailed description of each game can be found in the Pause Menu's Rules Overview.
- **Location**: Choose where you want to play. My Garage, My Apartment, My House, My Penthouse, and My Mansion locations all have tables that accommodate up to 6 players. For larger games, Oui Bistro, Pirate's Lair, Hanger V, Samurai Dwelling, Stone Henge, and Mick's all have tables that can support up to 8 players.
- **Wacky Characters:** If this option is turned on, the AI players will be allowed to wear all kinds of goofy clothing and accessories to the game.
- **Max Players:** Set the maximum number of players you would like at the table (including yourself).

Game Variations

Certain card games have variations. For instance, you may play the game of War with either 1, 2, or 3 "war" cards. These variations will be presented to you for you to customize before the launch of a Quick Play game if the Game Type chosen may be played in various ways.

CHAMPIONSHIP

Your road to becoming the ultimate card playing champion starts here. You begin your adventure by playing cards in your parent's garage. As you progress through the tournament system you will be awarded with trophies and money. You can then use the money for buying specific pad items such as new furniture and appliances or upgrade the look of the ceiling, doors, floor, and walls.

You can customize your place any way you want and show it off to your friends by hosting an online game in your very own pad!

Upon selecting the Championship mode from the Main Menu, you will start out in your current pad. You will unlock newer and nicer pads as you progress through the various tiers of the Championship. Each of these pads has a computer terminal that is your guide to the Championship. Using the left analog stick, move your character to the computer terminal and press the X button to log on. You will be presented with 5 features.

- **Tournament**: Begin or continue a Tournament game. When you select this option you will be presented with the Tier tree which shows how many tiers have been beaten and how many you have left to beat before you will reach 100% completion. To begin a Tournament game, select a tier that you have unlocked. Each tier has a number of different games which can be completed in any order, but you must beat all of them before you can unlock the next tier. You will earn a trophy for each tier completed, along with some extra prizes for each individual game.
- **Partner AI:** For games where you have an AI partner, you can select Normal, Aggressive, or Conservative for their bid style and either Strong, or Aggressive for their general style of play.
- **Upgrade Pad**: You can either choose to upgrade the look of your place by changing

things such as the wall, ceiling, floor and door textures. Or upgrade existing items and appliances such as shelving units, lamps, couches, and TV's. It's your place, and you can have fun customizing it the way you want to!

- **Appearance**: You will have the ability to customize your character's appearance at any time.

Side quests

As you beat more Tournament Games, Side Quests will become available to you. Winning a Side Quest is a great way to rake in a little extra cash, not to mention boost your popularity as a card playing master! Winning or losing a Side Quest does not affect your character's Tournament progress in any way, but will affect their overall game statistics.

TUTORIALS

The Tutorial mode is accessible by selecting Extras from the Main Menu. Since we all know the best way to learn it is to do it, you will have the ability to dive right into a game of your choosing while the real-time automatic help system guides you through how to play along the way. Games played through the Tutorial mode do not effect your character's statistics (win/loss record).

MULTIPLAYER

To fully experience World Championship Cards™ you will want to play online and test your skills against other players from down the block or across the country! Take the first step by selecting the Multiplayer feature from the Play Game screen.

Setting Up Your PlayStation®2 Console for Network/Online Play

A broadband Internet connection and a network adaptor (Ethernet/modem) (for PlayStation®2) are required for online play.

Word Championship Cards™ is compatible with network configuration files from other PlayStation®2 online games. To play online with World Championship Cards™, you will need to have a network configuration file saved on your Memory Card (8MB) (for PlayStation®2). You can create a profile in-game or use the network adaptor start-up disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2).

Setting Up your Headset (OPTIONAL)

If you have a PlayStation®2-compatible USB (Universal Serial Bus) headset (sold separately), you can voice chat with other players during online play. This is an optional feature and not required for online play.

Your PlayStation®2-compatible USB headset connects to either of the two USB connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the headset cable into the one of the the USB connectors.

Setting Up Your EyeToy® USB Camera (for PlayStation®2)

If you have an EyeToy® USB Camera (for PlayStation®2) you can allow other players to see you during online play. This is an optional feature and is not required for online play.

Your EyeToy® USB Camera (for PlayStation®2) connects to either of the two USB connectors located on the front of your PlayStation®2. With the USB symbol facing

up, insert the EyeToy® USB Camera (for PlayStation®2) cable into one of the USB connectors. The blue LED power indicator on the front of the camera should light up to indicate your EyeToy® USB Camera (for PlayStation®2) is now ready to use.

Please refer to the instruction manual for your EyeToy® USB Camera (for PlayStation®2) for tips on how to get the best picture quality, as well as for help with troubleshooting.

Setting Up your USB Keyboard (OPTIONAL)

If you have a PlayStation®2-compatible USB keyboard, you can text chat with other players during online play. This is an optional feature and is not required for online play.

Your PlayStation®2-compatible USB keyboard connects to either of the two USB connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the keyboard cable into one of the USB connectors.

HOME ROUTER/FIREWALL CONFIGURATION INFORMATION

Crave Entertainment does not support the use of firewalls or routers for multiplayer online play. Because firewalls, routers, and Internet Sharing are increasingly common in the home network environment, the following configuration information is provided for advanced users who wish to customize their home network settings in order to accommodate online multiplayer play. CRAVE ENTERTAINMENT ASSUMES NO LIABILITY FOR DAMAGE RESULTING FROM THE CONNECTION OF ANY DEVICE TO THE PlayStation®2, NOR THE LOSS OF DATA OR OTHER PROBLEMS RESULTING FROM ANY CHANGES YOU MAKE TO YOUR EXISTING ROUTER/ FIREWALL NETWORK SETTINGS.

World Championship Cards™ supports "NAT negotiation," a system that tries to find open ports with firewalls and routers, allowing for a full game experience. This process may delay connections. For best performance, do not run World Championship Cards™ behind a firewall. It may take several minutes for video and voice chat to connect if you are playing behind a firewall. Note: Gameplay will continue as normal while video and voice chat connects.

If you are still having difficulty with online multiplayer play, or with voice chat or streaming video via the EyeToy® USB Camera (for PlayStation®2), consider connecting your PlayStation®2 directly to your broadband connection. Some modern home routers have built-in support, which can keep devices outside the local network, bypassing the local firewall. To enable this feature (sometimes called DMZ) please consult your home router manual for details on setup and configuration.

Once a connection has been established, login by either creating a new account or using an existing account.

Online Mode

After you login, you will be presented with the following options:

- Game Lobby – Select this option to begin searching for games to join or to host your own game.
- My Statistics – View your Online wins and losses here.
- My Options – You can choose to turn voice chat on or off. And enable/disable your EyeToy® USB Camera (for PlayStation®2).

- Exit Online – Exit Multiplayer and go back to the Main Menu.

After entering the Game Lobby, the player will have several options available to them. They may select the following:

- Quick Match – Quickly choose between available games.
- Join Public Game – Select from a number of settings filters to find the game that is right for you.
- Host a Game – Specify the game type and settings and then wait for others to join in the fun!
- Back to Main Lobby – Go back to the previous screen.

TROUBLE SHOOTING GUIDE

Other players can't see my video stream.

Check to make sure that your EyeToy® USB Camera (for PlayStation®2) is connected to a USB connector. Also make sure that the PlayStation®2 is not behind a firewall/router (Consult "Home Router/Firewall Configuration Information" for more details) Also note that it may take several minutes for streaming video to appear for every player.

Poor video quality/low frame rate.

Ensure that your EyeToy® USB Camera (for PlayStation®2) is properly focused. Consult your EyeToy® USB Camera (for PlayStation®2) user guide for details. Do not aim the EyeToy® USB Camera (for PlayStation®2) at a static object such as a toy or picture. Make sure that the area is well lit, as low light will drastically reduce camera performance. Also make sure that the PlayStation®2 is not behind a firewall/router. (Consult: "Home Router/Firewall Configuration Information" for more details.)

No audio from USB headset.

Make sure that the USB headset is a certified PlayStation®2-compatible USB headset.

No voice chat heard over Television Speakers.

Make sure that the USB headset is a certified PlayStation®2-compatible USB headset. Make sure television volume is turned up and not muted. Make sure that the PlayStation®2 is not behind a firewall/router. (Consult "Home Router/Firewall Coniguration Information" for more details.) Also note that it may take a while to enable voice chat for every player.

My voice chat can't be heard by other players.

Make sure that the USB headset is a certified PlayStation®2-compatible USB headset. Ensure the USB headset is plugged securely into the USB connector. Check the mute button; the mute button on the headset should not be enabled. Ensure that the mic is close enough to your mouth to clearly capture your voice. Also make sure that the PlayStation®2 is not behind a firewall/router. (Consult "Home Router/Firewall Coniguration Information" for more details.) Also note that it may take a while to enable voice chat for every player.

My voice chat is very soft when heard by other players.

Make sure that the USB headset is a certified PlayStation®2-compatible USB headset. Ensure that the mic is close enough to your mouth. Consult the user guide for your

USB headset for details. For optimal voice transmission, adjust the distance from the microphone to your mouth. Speaking too far away from the microphone will cause your voice to sound very quiet.

My voice chat is very loud and/or distorted when heard by other players.

Make sure that the USB headset is a certified PlayStation®2-compatible USB headset. Ensure that the mic is not too close to your mouth. Consult the manual that comes with your USB headset for details. For optimal voice transmission, adjust the distance from the microphone to your mouth. Speaking too loudly will cause distortion.

Other players are not receiving my text chat.

Make sure that your keyboard is a PlayStation®2-compatible USB keyboard. Make sure it is securely connected to a USB connector. Also note that it may take a while to enable text chat for every player.

For further questions, please contact Crave Entertainment's Customer Service support department:

949-219-1199, 9:00am-5:00pm

customerservice@cravegames.com

www.cravegames.com

CARD GAME OVERVIEW

Here is a brief overview of each of the card games included in World Championship Cards™. A more detailed explanation of the rules for a particular game are presented in the in-game Tutorial mode as well as the Rules Overview in the in-game Pause Menu.

Beggar My Neighbor

Beggar My Neighbor is a War game where cards are won when players play face cards and aces. It is a game for 2 players that uses one 52 card deck. The object of the game is to be the first player to collect all 52 cards.

Bridge

Bridge is a popular bidding and trick game that uses one 52 card deck and is played with 2 teams of 2. The object is to outbid your opponents and make your bid by taking tricks. Doing this successfully will earn you points. The first team to win 2 out of 3 games is considered the winner.

Camicia

Camicia is a War game that is played with 2 players and one 52 card deck. Like Beggar My Neighbor and War, the object of this game is to be the first one to collect all 52 cards.

Canasta

Canasta is a melding game played with 2-6 players and two 52 card decks plus 4 jokers (108 cards total). The object of Canasta is to be the first person to score a total of 5000 points by forming melds.

Casino

Casino is a game for 2-4 players and uses one 52 card deck. Players score points by capturing cards on the table. The first player to reach 21 points is the winner.

Chicago

Chicago is a game for 2-4 players and uses a standard 52 card deck. It is a mix between draw poker and Spar. Points are scored for having the highest poker hands and for taking the last trick. The object is to have the highest hands during the draw stage and capture the last trick during the last stage.

Crates

Crates is a more complicated version of Crazy 8s. It is played with 2 teams of 2 and a standard 52 card deck. A game of Crates consists of 15 hands. When a player has discarded all of the cards in their hand and gone out, the round is over and scores are tallied per team. At the end of 15 hands, the team with the lowest score wins.

Crazy 8s

Crazy 8s is a discard game where you try to discard every card. It is played with 2-8 players and a standard 52 card deck. Each player is dealt 5 cards (7 if it's a 2 player game). When a player runs out of cards, the hand ends and players are given points for cards remaining in their hand. The player with the least number of points after all the hands wins.

Cribbage

Cribbage is a card and board game where you move pegs along a board as you score points playing cards. It is played with 2-3 players and uses a standard 52 card deck. The board is 120 spaces long, 2 or 3 spaces wide, and divided into sections of 5. The players have 2 pegs and when they peg points, they take the back peg and move it in front of the other peg as many spaces as points they scored. When the front peg is moved off the front of the board, the player has won.

Euchre

Euchre is a trick based game played with 2 teams of 2 where one team tries to take more tricks than the other. The game is played with only 24 cards, the 9-Ace in each suit. The object of the game is to win at least 3 out of 5 tricks earning that team 1 point. When a team gets at least 10 points, that team wins.

Gin Rummy

Gin Rummy is a Rummy game played with 2 players and a standard 52 card deck. Player's attempt to form melds and get rid of cards in their hand. At the end of a round, each card left in a players hand that cannot be used in a meld is counted as deadwood. The player with least deadwood will earn points. The object is then to win the game by being the first to collect 100 points.

Go Fish

Go Fish is a classic fishing game played with 2-6 players and a standard 52 card deck. The object of the game is to collect books of 4 cards of the same rank. The player to the left of the dealer goes first and the play continues clockwise. The player chooses any particular player and asks that player for cards of a specific rank. They either receive the cards from that player that match the rank asked for or they have to "Go Fish" and draw a card from the stock pile. At the end of the fifth round, the player with the most books wins.

Golf

Golf is a draw discard game played with 2-4 players and a standard 52 card deck. The object of the game is to have the lowest number of points possible when the hand ends. Players play 9 hands. The player with the fewest points after the last hand wins.

Hand and Foot

Hand and Foot is a game much like Canasta where you form melds of cards of the same rank. It is played with 2-6 players and 1 additional standard 52 card deck (plus the 2 Jokers) more than the number of players in the game. Unlike Canasta, in Hand and Foot players are dealt a second set of cards when their Hand is used up; this is called the Foot. After a player then melds out, the hand ends and the scores are added up. Points are awarded for each card used in a meld. The object of the game is to win by scoring as many points as possible before the hand ends.

Hearts

Hearts is a popular trick based game played with 3-5 players and a standard 52 card deck. The players try not to take any tricks with Hearts or the Queen of Spades in them. Players get 1 point for each Heart they take and the player that takes the Queen of Spades gets 13 points. If a player takes all 13 Hearts and the Queen of Spades, this is called Shooting the Moon. When a player Shoots the Moon, that player gets no points and all the other players get 26 points each. When any player reaches a total of 100 or more points, the game ends and the player with the fewest points wins.

Kaluki

Kaluki is a Rummy game played with 2-5 players and 2 standard 52 card decks plus 2 Jokers (106 cards total). The object is to get rid of the cards in your hand by forming melds. Any cards you don't have melded when a hand ends count against you. When a player gets over 150 points, that player is out of the game. The only player to not go out wins. Since a player melding out gets no points for that hand, there will be at least one player with less than 150 points when a hand ends.

Napoleon

Napoleon is a trick based game played with 5 players and a standard 52 card deck. The object is to outbid all the other players at the beginning of the hand and then use the duration of the hand to succeed in making that bid in order to score points. The player that makes 15 points first wins.

Noddy

Noddy is a game in the same style as Cribbage. It is played with 2 players and a standard 52 card deck. Like Cribbage, players score points in the way that they play their hand. Scoring is reflected through the use of the board and pegs. The object is to score enough points to move your peg off the board and win the game.

Oh Hell!

Oh Hell! is a trick game where players bid however many tricks they think they are going to take. The game is played with 4 players and a standard 52 card deck. Players get one point for each trick they take. In addition to that, players also get 10 points if they make their bids exactly. After 12 hands, whoever has the most points wins.

Old Maid

Old Maid is a classic passing game played with 2-8 people and a standard 52 card deck, minus one Queen (51 cards total). Players attempt to pair-up and discard the cards in their hand as they pass cards off to the player on their left and receive cards from the player on their right. When a player discards all of their cards they go out receiving a certain number of points based on how many players went out before them. Since there are only 3 Queens, one person will end up with one. That player gets one more point than the last player to go out. Once a player has 7 or more points they are out of the game. Once a player has reached a certain number of points (based on the number of players), the player with the least number of points wins.

Pig

Pig/Spoons is a passing game played with 2-8 players and a standard 52 card deck. Players try to get all their cards the same rank so they can Knock. The remaining players can Knock and try to do so as fast as possible. Once all the players except one have Knocked, that one loses the hand. Players start with 4 lives. When a player loses every life, that player is no longer in the game. The last two players still in the game win.

Pinochle

Pinochle is a bidding and trick game where players get points from cards in their hand and from taking tricks with point cards in them. The game is played with 2 teams of 2 and a specialized 48 card deck. The object of the game is to score as many points as possible each hand. When one team makes at least 250 points, the team with the most points wins.

Pishti

Pishti is a discard game where players attempt to capture the discard pile with the cards they discard. The game is played with 2 teams of 2 and a standard 52 card deck. The object is to score as many points as possible each hand from capturing the discard pile. When one team makes at least 151 points, the team with the most points wins.

Pitch

Pitch is a trick and bidding game where players score by capturing certain cards in tricks. The game is played with 2 teams of 2 and a standard 52 card deck. The object is to score as many points as possible each hand from capturing tricks and making your bid. When one team has at least 21 points after making a bid, that team wins, even if it has less points than the other team.

Push

Push is a Rummy game where you form melds consisting of sets and runs of cards. Any cards you don't have melded when a hand ends count against you. The game is played with 4 players and 2 52 card decks plus 4 Jokers (108 cards total). Players get points for unmelded cards. The object is to win by being the one with the fewest points after 5 hands.

Queen of Spades

Queen of Spades is a melding game where you form melds of cards of the same rank. The game is played with 2-8 players and is played with a standard 52 card deck + 2 Jokers for every 2 players. The object of the game is to score the most points by melding the cards in your hand. After a player melds out, the hand ends and the scores are added up. Players get points for cards they meld and lose points for cards still in their hands when someone melds out. Queen of Spades is typically played to 2000 points.

Ride the Bus

Also called Scat (with a "C"), Ride the Bus is a draw/discard game where you try to get as many points of the same suit as possible before the round ends. The game is played with a 2-8 players and a standard 52 card deck. Each player starts with 4 lives, and if they lose all 4, they go out and are no longer in the game. If a player has a total of 31 points after discarding, that player declares 31 and all the other players each lose 1 life. The object is to be the only player to not go out, thus winning the game.

Rummy 500

Rummy 500 is a Rummy game where you form melds consisting of sets and runs of cards. The game is played with 2-8 players and may be played with either 1 or 2 standard 52 card decks plus 2 optional Jokers per deck used if wilds are desired. The object is to score points from melding the cards in your hand. When a player has at least 500 points at the end of a hand, the player with the most points wins.

Skat

Skat is a trick based game where a player tries to outbid the other players and make their bid. The game is played with 3 players. Only 34 cards are used, Ace – 7 of each suit. The object is to win the bid and succeed in making that bid thus scoring points. The player with the most points after 4 rounds wins.

Spades

Spades is a popular bidding and trick game where the players bid and try to make that bid. It is played with 3-4 players and a standard 52 card deck. The usual way to play is with 4 players forming 2 teams of 2. The object is to bid exactly as many tricks as you plan to take each hand. A point threshold is agreed upon by all players at the beginning of the game. The player or team with the most points after any player reaches this threshold wins the game.

Spar

Spar is a trick game where players get points for taking the last trick. The game is played with 2-4 players and 36 cards, Ace – 6 of each suite. The object is to have the highest hands during the draw stage, and capture the last trick during the last stage. The first person to get the agreed on number of points wins.

Tonk

Tonk is a Rummy game where players can form books consisting of sets and runs of cards to reduce the number of points they have in their hands. The game is played with 2-3 players and a standard 52 card deck. The object is to have as few card points as possible when a hand ends. The first person to get the agreed on number of points wins.

War

War is a simple card game where players captured cards from each other until one runs out of cards. The game is played with 2 players and a standard 52 card deck. The object is to capture every card from your opponent. When a player captures every card, that player wins.

Solitaire Games

Aces Up

Aces Up is a deal/discard solitaire game that uses a standard 52 card deck. When all the cards have been dealt and you can no longer discard, then the game is over. If you are left with only aces on the 4 piles, then you have won!

Betsy Ross

Betsy Ross is a solitaire game that uses a standard 52 card deck. You try to form 4 complete piles consisting of the sequence A – K, with Kings on the top. One card may be turned up at a time from stock to discard. You win if you complete all the piles.

Clock

Clock is a solitaire game that uses a standard 52 card deck. You build cards into 12 piles to form the numbers 1 - 12 just like on a clock. A Queen is 12 and a Jack 11. When all the cards have been skillfully moved from the tableau to the Clock piles, you have won.

Four Seasons

In Four Seasons Solitaire there are 4 foundation piles. A card is placed in only one of them to be the base rank for building up the piles. The piles are placed so that they form the corners of a square and 4 columns are formed by dealing one face up card for each along the sides of the box and one in the middle. The rest of the cards form the stock and a space is left empty for the discard. One card may be turned up at a time from stock to discard. When all the cards have been moved to the foundation piles, you have won.

Free Cell

Free Cell is a popular 52 card solitaire game where the player tries to complete 4 foundation piles by skillfully manipulating the tableau and 4 free "cells" one card at a time in order to build the foundation piles up from A – K.

Gap

Gap is a 52 card solitaire game where you try to get all the cards into rows of the same suit from 2 to king. The cards are dealt across into 4 rows of 13 cards each and the Aces are removed leaving 4 gaps. You must manipulate this tableau so that all the rows contain all the cards of one suit arranged by rank from lowest to highest to win.

Klondike

Klondike is a classic 52 card solitaire game in which the cards are arranged face down into 7 columns from right to left where the column number corresponds directly to the number of cards in the column. The last card of each column is turned face up and is available for play. The tableau is formed from these columns. The remaining cards form

the stock pile. The 4 foundation piles start out empty. The object is to build up the 4 foundation piles A – K by skillfully manipulating the tableau and drawing cards from the stock pile.

Pyramid

Pyramid is a 52 card solitaire game where the player tries to discard every card from the pyramid of cards. The player deals cards into 7 rows such that the number of cards in a row is equal to the row number (1 card in the first, 2 in the second, 3 into the third, thus forming the shape of a pyramid). The remaining cards form the stock pile and are turned face up one at a time to be paired with particular cards from the pyramid. Once two cards are paired they may be discarded. When all the cards have been discarded from the pyramid, then you have won.

Spiderette

Spiderette is a solitaire game where the player tries to remove all the cards from the board. It is like Spider Solitaire, but is played with only one deck of cards. The object is to remove complete sets of cards of the same suit until all cards are removed from the tableau and discarded. Cards may only be discarded if the upper 13 cards of a column consist of all 13 cards of a suit built downward by one rank each card. Then all 13 cards may be discarded.

Strategy

Strategy is a solitaire game where the player moves cards to the columns in such a way as to be able to discard them all. The object is to move every card from the columns to the 4 piles. There are 8 empty columns and 4 empty foundation piles. All the cards form the stock. The player takes one card at a time from the stock and places it on top of any one of the columns. When all the cards have been moved to the columns, then the player may start moving cards to the foundation piles. When all the cards have been moved to the piles, you have won.

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